

ABSTRACT: A game designed to teach foreign language to players. Students move around a game board and every time a student lands on a question space, the student must answer the question. Questions are stored on a removable disk and are removable in order to keep pace with the players' progress or level of understanding. . This way one may

5 interchange the disks for other question disks to relate the game more to a given topic. For Example if the topic is fruits, then a question disk pertaining to fruits is utilized. When players land on a picture of an apple they can do one of the following: (A) Simply say that particular picture they landed upon in the foreign language; (B) put the picture into a sentence using a foreign language; or (C) make a question out of the picture and ask it to  
10 another student using a foreign language. There are over sixty categories of questions, ranging from sports to animals, fruits, shops, clothing etc. Then there are also challenge disks and questions that require the student to come up with a translation from a first language to a second, foreign language. The first person to exactly reach the finish wins. The winner must land of the finish exactly. There is a penalty circle, with a spinner attached. Every time a  
15 player lands on the "FATE" space they have to spin the spinner and face whatever penalty the spinner lands on. The winner of the game is the first player to advance the full incremental distance from start to finish.